

CLASSIC MATCH 3

1.0

Created by PaulArt

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Overview

Gameplay overview:

This template is a classical match 3 puzzle game. Swap blocks to make a there in a row line. Blocks will disappear and you will get a reward. The bigger line you have the bigger your reward.

Features:

- Infinite gameplay
- Easy to edit modular game structure
- Fancy graphics
- Music, sounds and graphics are included
- Game has persistent saves
- Can be built for all platforms
- Easy to reskin

Full documentation for the Unity engine can be found at:

<http://docs.unity3d.com/Manual/index.html>

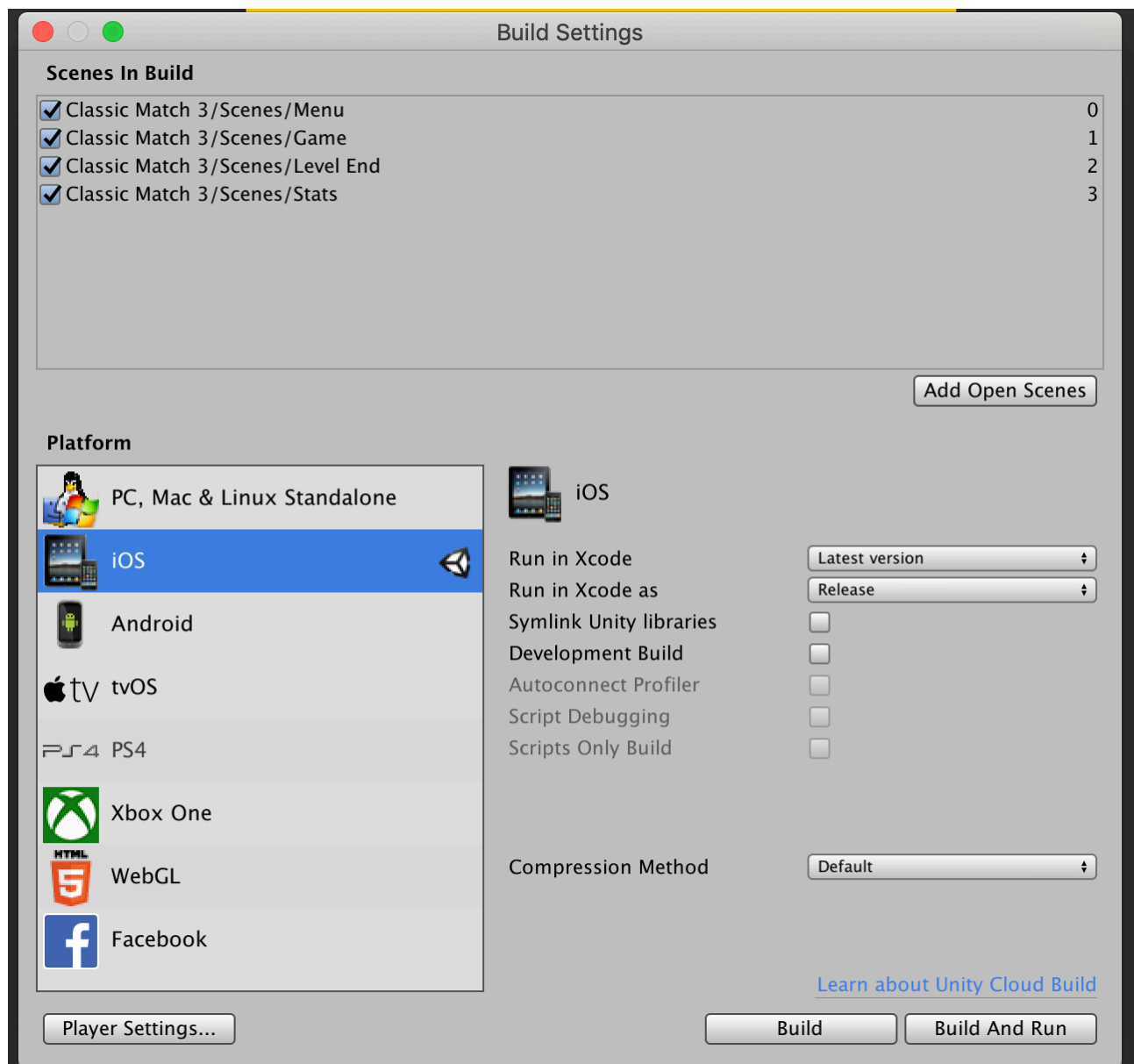
How to Open The Project

The project can be open in various versions of Unity, but I suggest you to use any 2019 edition. It can be downloaded here:

<https://unity3d.com/get-unity/download/archive>

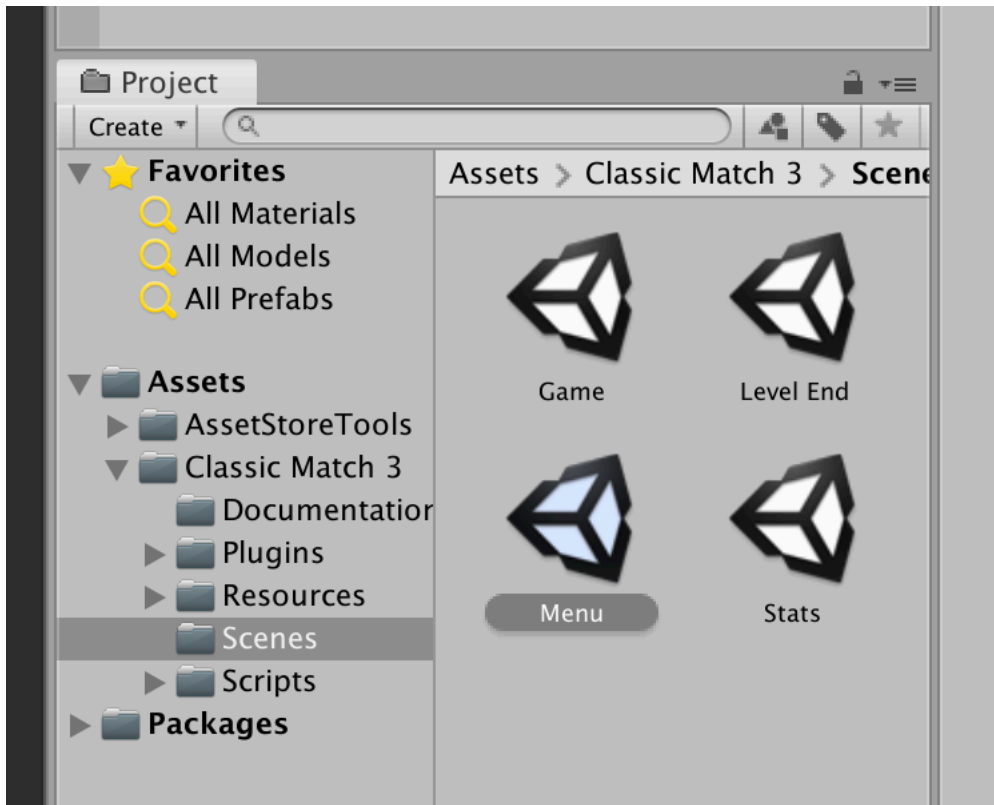
After Unity is installed import the project to your workplace.

Then open File -> Build Settings



Make sure that all five scenes are included and Menu scene is the first. If it's empty then drag and drops scenes to this window from Scenes folder.

When it's done navigate to the Scenes folder and open Menu scene.



Then you can press the play button to run the project.



Keep in mind that this project is created for a landscape resolutions like 1920x1080 and others.

How to Edit Project Settings

To publish to a store you will need to

- Provide a unique identifier
- Set your company name
- Set the product name

Go to Edit -> Project Settings -> Player

Player	
Company Name	PaulArt
Product Name	Classic Match 3
Version	1

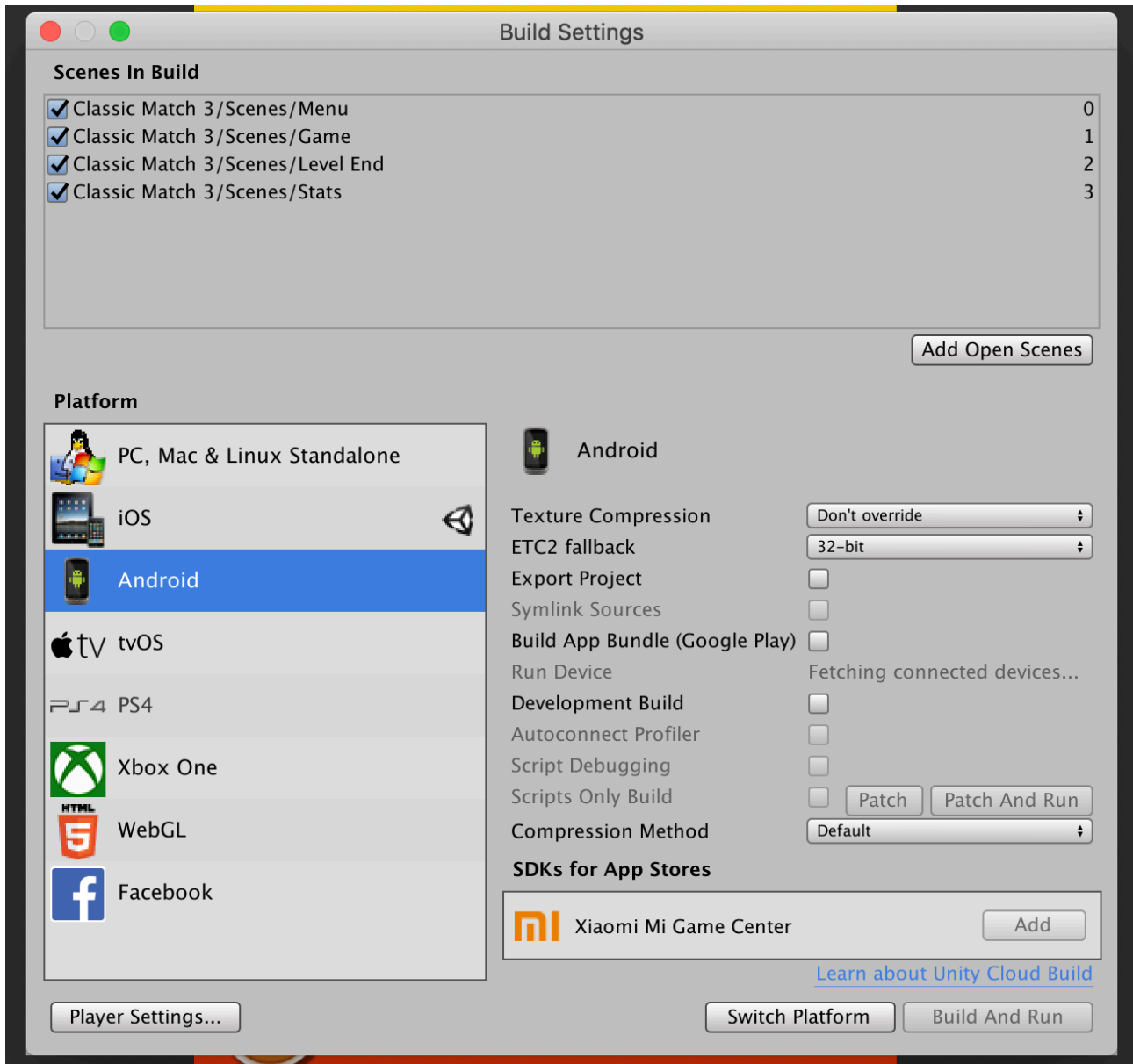
Under the other settings heading you can edit the bundle identifier

Identification	
Bundle Identifier	com.paulart.classicmatch3
Version*	1
Build	0

How to Change Build Target

To target a different platform go to File -> Build Settings

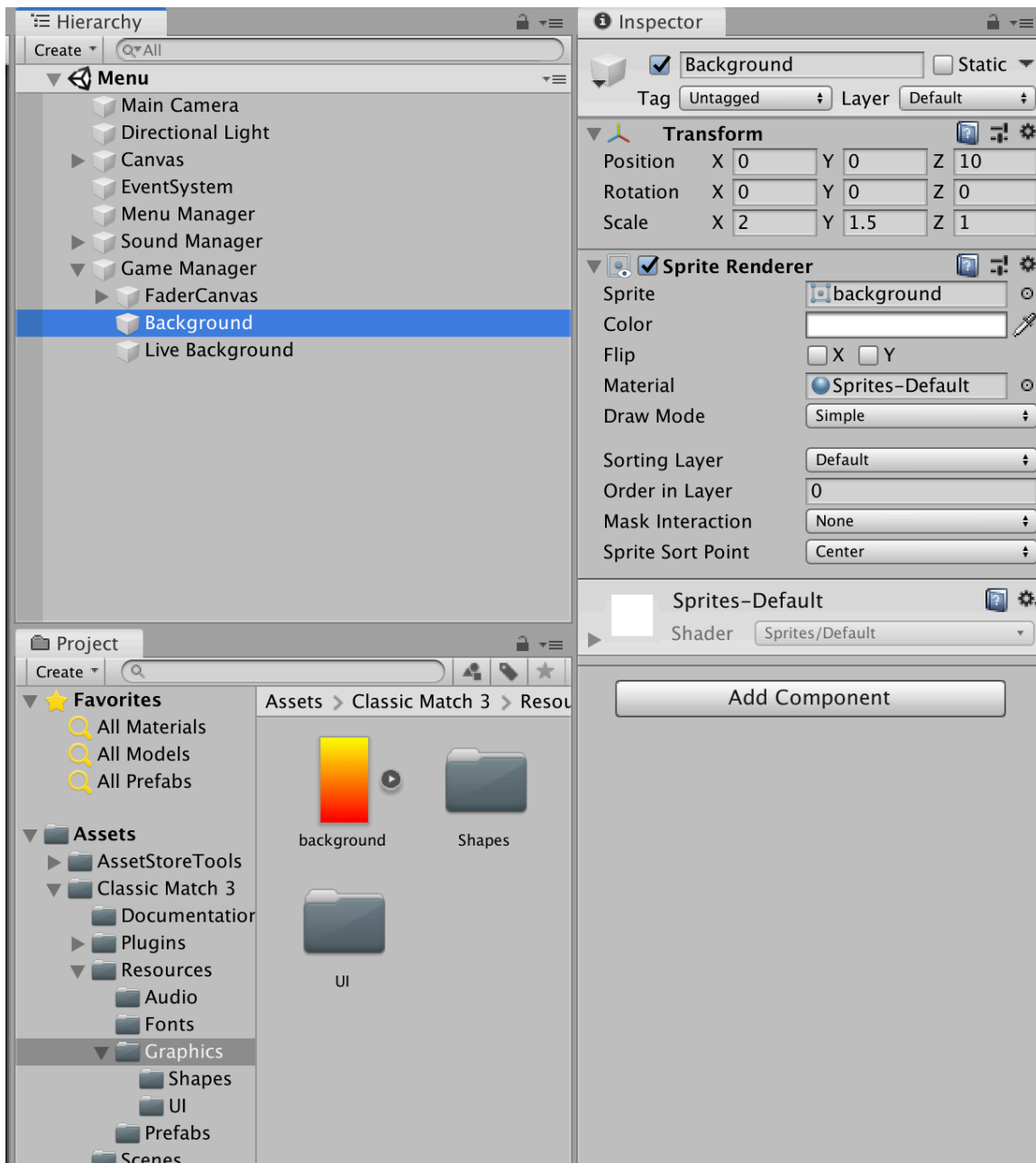
Click on a different platform and click Switch Platform



How to Change Background Color

The background color is set on the «Background» object.

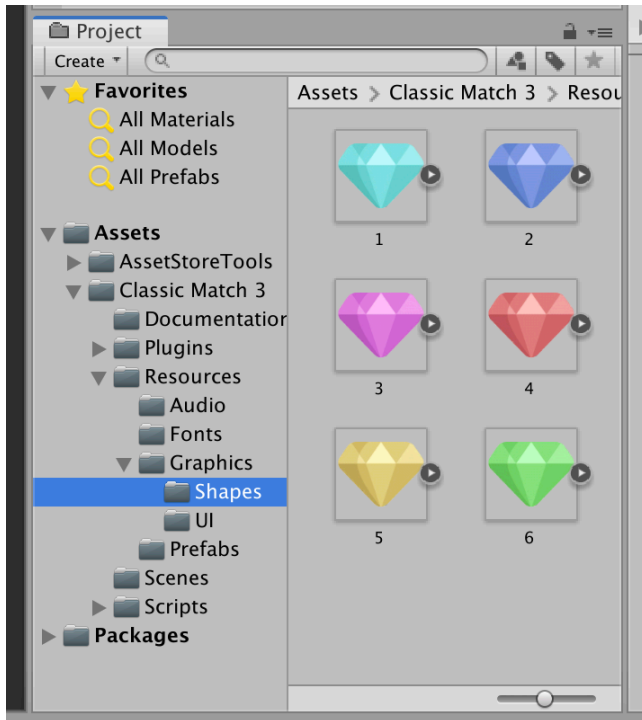
To change it replace background sprite in the Graphics folder and then just drag and drop it to the «Background» object's sprite component.



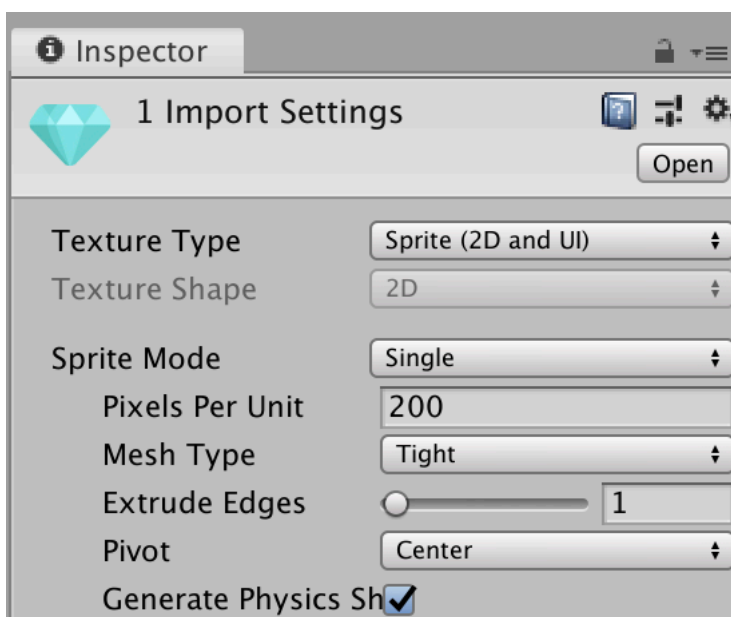
How to Change Blocks Sprites

Navigate to the Graphics -> Shapes folder.

Add your own sprites to this folder. They will be used automatically. But make sure all sprites has a unique name.



You can also edit Pixels Per Unit value to make sprites look smaller or bigger.

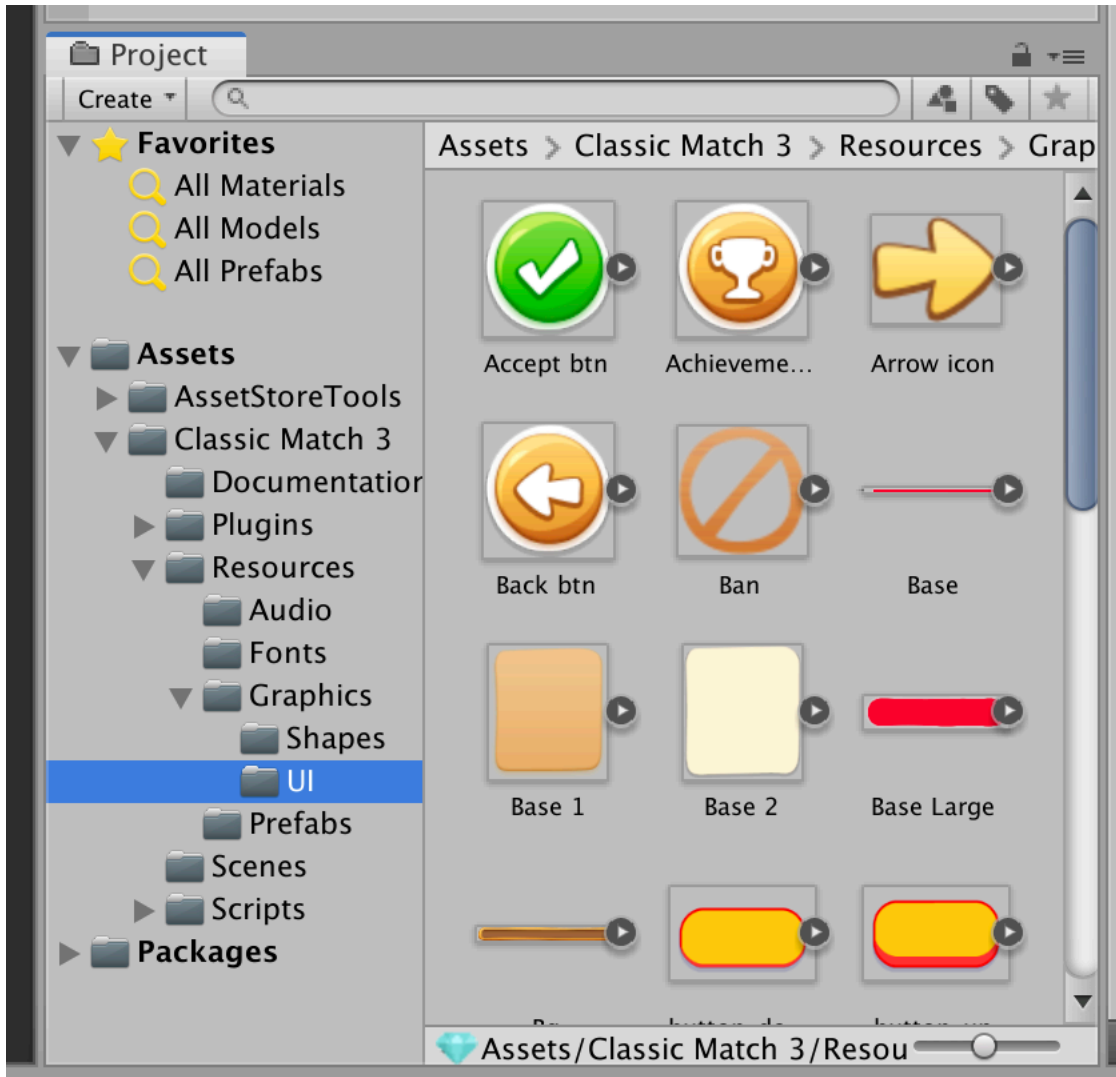


How to Change UI Icons

Navigate to Graphics -> UI folder.

It's where all icons are situated.

Just add your own icons and replace it on the UI elements.

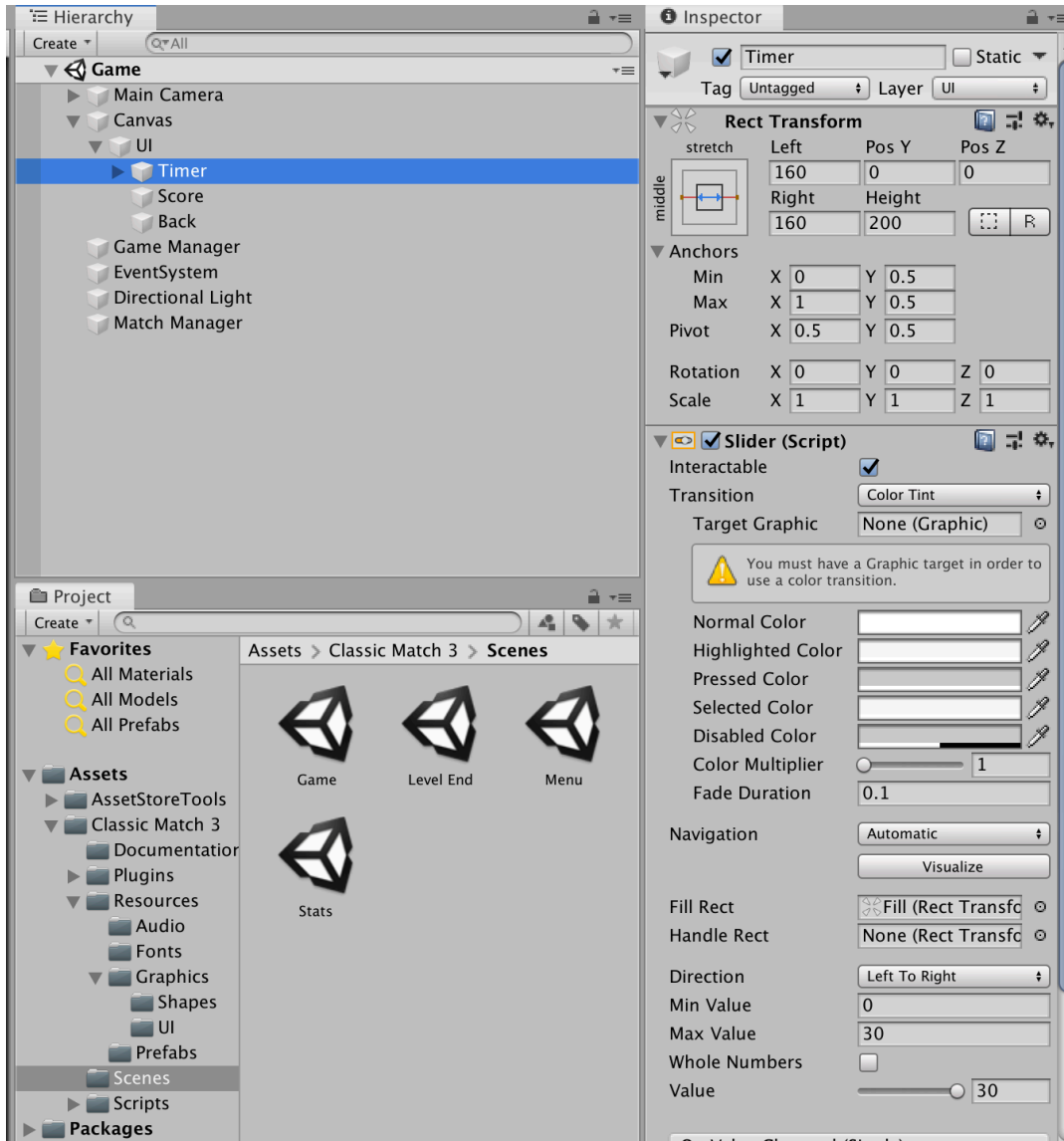


It's recommended to use same icons names for auto replacement.

How to Change Game Difficulty

If you think that the game is too easy or too hard you can change the amount of time you have until level ends.

Open Game scene and find Timer object.



Edit Max Value at the right bottom to define how much seconds per level player has.

You can also change point amount that are transformed into seconds. Open Game.cs file and find AddPoints() function.

Change **timerSlider.value += amount** as you like to make game easier or harder.

```
// Add points and update stats values
public void AddPoints(int amount)
{
    score += amount;
    timerSlider.value += amount;
    scoreText.text = score.ToString();

    if (score >= highscore)
        highscore = score;

    totalscore += amount;
    matches += 1;
}
```

How to Change Game Field Size

Open Game scene and find Match Manager object. Edit Rows and Columns values as you like. But keep in mind that after changes you also have to define new Position X and Y values so your game field is centered correctly.

